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OUT OF THE ARCHIVES

The "article" below is the seventh and final installment of "Out of the Archives," longest strategy and tactics series to date, a seven-part series comprising Larry Peery's book, Diplomacy--Introduction to the Strategy and Tactics of Diplomacy. The book is broken down into seven chapters, one for each of the seven major powers in Diplomacy. This issue features Chapter 7 on Turkey.

DIPLOMACY--INTRODUCTION TO THE STRATEGY & TACTICS OF DIPLOMACY

by Larry Peery

Chapter 7: Turkey

Turkey, often called the "sick man of Europe," is often thought of by Diplomacy players to hold the same status in the game. Jared Johnson's survey showed that while most players acknowledged that Turkey has the best chance of ending up as the winner of a Diplomacy game, they overwhelmingly preferred to play any country but Turkey. This is mainly due to one simple fact--Turkey's isolated position between Austria and Russia.

Most players do not feel that playing Turkey gives them sufficient flexibility in the game and that they too often are faced with an Austrian-Russian coalition attack that will eliminate them. This is Turkey's greatest weakness.

But many players fail to comprehend Turkey's many advantages. In fact, it holds a position in southern Europe comparable to that of England in the north, with the added option of becoming a major land power.

Whatever Turkey's position among players, it does represent a fascinating country to play.

A. Acquisition of Unoccupied Supply Centers. Turkey's only assured supply center of the twelve unoccupied at the beginning of the game is Bulgaria. Occasionally she can sneak into Greece or Rumania if Austria or Russia foul up their opening moves, but she can't count on it. With this being her only build until she takes a supply center away from some other power, Turkey has to be sure that her first build is the right build to fight the enemy she plans to attack, or the right build to provide the unit she needs to defend herself.

What build Turkey will make is obviously dependent on what her opening moves were and which of her supply centers are open. Turkey has two completely different sets of opening moves depending on whether she intends to fight Russia or Austria. This assumes Turkey has not been immediately attacked by both Russia and Austria. If she has been, she needn't worry, she'll be smashed eventually, regardless of how she moves. However, if Turkey can avoid being attacked by both her neighbors within the first year, there is an excellent chance she will survive till the end of the game.

If she is to fight Russia, Turkey would normally move: (Spring 1901) F Ankara-Black, A Smyrna-Armenia, A Constantinople-Bulgaria; (Fall 1901) F Ankara-Black (since Russia has

probably moved F Sevastapol to the Black), A Armenia-Sevastapol, A Bulgaria-Rumania. This puts tremendous pressure on Russia in Sevastapol and Rumania and prevents her from leaving Sevastapol open in the Fall and then building another fleet there. In conjunction with a strong attack from any of the two other countries on Russia's central front, this should be sufficient to crack Russia's defense. One trick that Turkey can use in the Fall 1901 is to try to convoy her A Armenia to Rumania via the Black Sea with support from Bulgaria. This won't work if Russia makes the proper defensive moves, but if Russia doesn't make the right moves, Turkey will get two builds.

If Turkey is fighting Austria, she will normally move (Spring 1901) A Constantinople-Bulgaria, F Ankara-Constantinople, A Smyrna-hold; (Fall 1901) A Bulgaria-hold, F Constantinople-Aegean, A Smyrna-Constantinople. There are endless variations here. Turkey might move Bulgaria to Greece in the Fall which, if combined with a Russian attack on Serbia from Rumania, will give them a good chance of keeping Austria out of Greeco, or they might move to Serbia, or Turkey might avoid moving to Constantinople in the Fall so she can build there.

As to her actual builds, Turkey will find a fleet in Ankara or Constantinople useful if she is fighting Russia, a fleet in Smyrna if fighting Austria. Her second build should be an army in Constantinople to be used in the Balkans or to move into Russia.

B. Alliances. As I mentioned in the beginning of this section, Turkey is often scorned by other players because it has such limited opportunities. True, Turkey does have limited opportunities, but many forget that Turkey also has great advantage in being able to concentrate her entire force on a single front against her opponent while she (Austria or Russia) must hold a strong defensive position against possible or certain attack from other directions.

1. With Russia Against Austria. The first of Turkey's two main choices is to ally with Russia against Austria. This often is advantageous to Turkey, especially if Italy is also helping in the attack on Austria. Usually such an alliance takes the shape of a step-by-step progression through the Balkans as Austria is first driven from Serbia (by Turkey's army in Bulgaria with support from a Russian army in Rumania) and then Turkey takes Greece. From there Turkey usually has difficulties since she must either swing north along a broad front against Russia or swing west against Italy (running smack into a line of Italian fleets) and leave her rear exposed. So, though it may offer more in the way of immediate advantages, the attack against Austria is usually not to Turkey's long-term interest.

2. With Austria Against Russia. Turkey's second major course is to attack Russia in conjunction with either England or one of the central powers. While it offers more hardships in the short-range run, with Austria's support Turkey can drive into Russia (taking Rumania), immediately establishing a ring around the Black Sea. Such a course is beneficial because it does not seriously open Turkey to attack; England does not have the armies to drive south from St. Petersburg and Germany is already occupied on her western front or has been bought off with promises of receiving Moscow or Warsaw. The line Moscow-Ukraine-Rumania-Bulgaria-Constantinople is also an excellent defensive or offensive line for moving into Austria. Control of Bulgaria, Rumania, Constantinople, the Aegean, etc. gives Turkey an easy time of seizing Greece and Serbia. Once Russia has been eliminated, Turkey can usually move against Austria in conjunction with Italy. In fact, so potent is the Turkish victory over Russia, followed by an attack on Austria, that this is one of the clearest paths to victory for any state.

3. With Italy Against Austria. Sometimes Turkey finds herself neutral vis-a-vis Russia, who is so busy that she does not want to take part in a campaign against Austria. Then Turkey usually allies with Italy against Austria. This is not impossible, and once either Trieste or Serbia has fallen, the rest of Austria's front collapses. The two powers can rarely conduct a rapid conquest of Austria, however, due to Austria's interior lines and Italy's and Turkey's inability to support each other initially.

4. With Austria Against Italy. Turkey's only possible alternative to attacking Austria or Russia is an attack on Italy in conjunction with Austria. Obviously, such an attack must be based on a firm trust in Austria's good faith. Such an alliance is far-fetched, but it does offer Turkey an alternative to her traditional role. If she can move her fleet out of the Black Sea area without endangering her own security, and builds a fleet in Smyrna with her build from Bulgaria, Turkey can move her two fleets into the Ionian with support from Austria's fleet in Greece for an attack on Tunis or Naples. This attack can either be direct or through convoys. If nothing else, it's an interesting idea.

C. Non-aggression Pacts. Non-aggression Pacts are the key to Turkey's success. It

must be she, and not her neighbors, that break these pacts because once she has lost the neutrality of at least one of her first-tier state neighbors, her offensive plans are over. Thus, a non-aggression pact with either Austria or Russia is at the beginning of the game a necessity. The great problem with non-aggression pacts for Turkey is that regardless of promises, her territory remains next to and open to immediate attack from her neighbors. Thus, though she has a non-aggression pact with Austria, the presence of Austrian forces in Greece or Serbia means that Turkey must maintain a force in Bulgaria to protect herself. It is possible to make a non-aggression pact with Russia, based on the idea that the Black Sea and Armenia are to be neutral, but such a pact is only slightly better than one with Austria.

D. Defensive Game. Turkey will not usually fight a defensive game unless it is in either the opening game or the end game. Instead, she will be moving with her allies in attacks on Russia, Austria, and then into central Europe.

DIPCON SAN DIEGO

DIPCON IV in San Diego starts in only two weeks, so there is not much time left in which to make your plans to attend. The DIPCON will be held from August 26-29th with Larry Peery as chief coordinator. Besides the games, Rod Walker will present a paper on rating systems, Larry Peery will present one on politico-military wargames, and I will do one on the Diplomacy Archives. As of now, some of the out-of-state players that plan to attend are: Edi Firsan (New York), Ken Forecki (New York), Bob Van Andel (Michigan), Peter Weber (Wisconsin), Doug Beyerlein (Washington) and myself (Indiana). Come and get in on the action. Contact Larry Peery right away at: 816 24th Street, San Diego, California 92102 (714-233-8321).

ARCHIVES LISTING

Due to its present large size, the archives listing will only appear infrequently or when substantial additions have been added to the archives. Since Hoosier Archives #27 was published, no significant additions have been made, but see below.

THANKS DEPARTMENT

Thanks this week go to Lee Childs for sending many spares of back-issue 'zines and making sure that Hoosier Archives has a complete set of the Limboung Gazette family, the most confusing zine in Dippydon, from a bibliographic viewpoint! Thanks also go to Ted Holcombe for sending Hoosier Archives a set of Wiener Merkur, a new propzine now foisted on the unsuspecting Diplomacy world!

ADDRESS CHANGE

During the last part of August, I will be visiting my in-laws in Colorado and attending the DIPCON IV in San Diego. My addresses will be as follows: August 14-21--c/o Nelson Saunders, R.R. 1, La Junta, Colorado 81050, and August 22-28--c/o Larry Peery, 816 24th Street, San Diego, California 92102.

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